



CALAPOOIA DISTRICT

Klondike Derby
February 15 - 17, 2013

Big Springs Sno-Park

Highway 22, MP 79
44.4614 - 121.9806
elevation 3,667 ft

**2013 Information Package
and Event Guide**

KLONDIKE HISTORY

In August 1896 three prospectors, George Washington Carmack, Skookum Jim and Dawson Charley, discovered gold in Rabbit Creek (renamed Bonanza Creek) of the remote Klondike region of Canada's Yukon Territory. News of the Klondike discovery spread slowly over the next year until July 1897 when the steamship "S.S. Portland" arrived in Seattle, Washington with - as some newspapers described - "more than a ton" of Klondike gold on board.

About one hundred thousand men (*and women*) dropped everything to book passage north to Alaska and the Klondike -- gold fever swept across the world, radiating in every direction from America's Pacific Northwest. Hundreds of thousands started for the Klondike, but most made it only part of the way. The most direct route from the port of Skagway, Alaska to the gold field was a dangerous climb over one of two mountain passes to the headwaters of the Yukon River. "Stampedeers"(as they were called) then had to build a boat or raft and navigate 500 miles down the Yukon River. Only 30,000 managed to survive the trail and river to make it to Dawson City, near the strike. After all that suffering in just getting there, most Stampedeers found little gold. Hardship and disappointment marked the journey of most gold rushers.

Of the few who did strike it rich, some - like John W. Nordstrom - returned to their homes and established businesses that exist to this day. Others, like a Seattle hardware store owner, Eddie Bauer, made a fortune by selling supplies to Stampedeers. Sadly, fewer than a hundred men retained their wealth for any length of time. The most substantial legacy of the Klondike Gold Rush is its story. Immortalized in poetry, songs, books and movies, the story of the gold rush became an American epic. Adventure, drama, dreams of wealth, tragedy and triumph all rolled into one massive push northward.

By February 1910, when W.D. Boyce incorporated the Boy Scouts of America in the District of Columbia, the Klondike Gold Rush was thirteen years old. Since only some 30,000 Stampedeers actually made it to Dawson City of some 100,000 who started, about 70,000 who tried to reach the gold fields failed. One can only speculate how many of the Stampedeers would have been more successful - or simply had been able to survive - if they had acquired the common skills that all Boy Scouts learn and possess. Regrettably, the parallels between the Stampedeers and the young men of the British Army serving under Col. Robert Baden-Powell in South Africa between 1880 and 1902 are striking. In both cases: Baden-Powell's British soldiers, and most of the Gold Rush Stampedeers - unlike Scouts of 1910 (or hopefully 2013 as well) - were simply **not prepared** for what they had to face in the wild.

2013 CALAPOOIA KLONDIKE DERBY

THEME: “**BE PREPARED**” Imagine your patrol of fellow scouts have been dropped in the middle of the Oregon Wilderness (along with two cameramen, a sound man and flunky to carry their junk). All events will involve traditional and leadership skills that will enable a Scout Patrol to survive a forced prolong stay in the wilderness. **No GPS devices, no lighters, no electronics of any kind will be allowed for any participant competing in any event.** All the events will require teamwork, strategy and thinking.

MEDICAL: First Aid: Each unit must have a First Aid Kit in their camp site.

Medication: Each unit leader is responsible for any medication required for their troop.

Warming Tent: There will be a warming tent available. It will not be available for a “hang out” for everyone. Only individuals whom have been approved by the medical staff may use the warming tent.

FEES: The cost for the Klondike will be \$10.00 for all Scouts/Scouters/Webelos II if preregistered using councils’ on-line registration program, found at: <http://www.cpcbsa.org/register.www.cpcbsa.org/online-tools/online-event-registraton>. **Day-of registrations at the site will be \$20.00.** Please save your Scouts and Scouters the extra ten dollars by preregistering them on-line.

Included in the fee:

Patch (first 200 registrants will get a patch at the event, others 4 to 6 weeks after the event)
Patrol Awards

Prior to leaving home, purchase a new **Snow Park Permit** for each vehicle. There are three types of permits: an annual permit which costs \$20, a 3-day permit which costs \$7, and a daily permit which cost \$3. Permits are sold at all **DMV** offices and agents in resorts, some sporting goods

stores and other retail outlets. Agents are allowed to charge a service fee for each permit they sell. **Oregon State Police will be checking vehicles for passes!**

CAMPSITES: We need to know where your troops will be camping. If for nothing else we need to know where to respond for medical emergencies. Please read "Check-in" for more info about how this will work. Other than that, the Forest Service asks us to camp 200 yards away from big trees - **be aware that a large Douglas Fir tree has fallen within a Klondike site during a past Klondike. DO NOT CAMP on the LEFT SIDE** of the Snowmobile / Cross Country Ski path. Many of our events will be taking place on those spots.

CHECK-IN:

Materials required: Tour Permits, Medical Forms, Registration list and last minute Fees.

Once your troop arrives at Klondike **your SPL and Scoutmaster should go straight to the District Command Post**, personnel inside will be checking preregistration, accepting on-site registrations, checking tour permits, and verifying there is a Medical Form for everyone.

If you have troop members coming up at different times please have all necessary arrangements made for each group to have their check-in materials with them. If your troop is only coming up for Saturday, you're still responsible to check-in.

CAMP CHAPLIN: Rich Marks, Troop 100, Albany. Join Chaplin Marks for the Scouts Own Service, Sunday morning!

DERBY SPL: Ben Delsman, Troop 99, Albany

MAPS: There will one large camp map located at the Command Post/Warming Tent.

SCHEDULE OF EVENTS:

Friday 15FEB13:

6:00 p.m. - Check-in

Saturday 16FEB13:

7:00 a.m. - Cooks & helpers up
7:30 a.m. - Reveille - everyone else up!
8:00 a.m. - Check-in
8:30 a.m. - Flags
9:00 a.m. - Events begin
11:30 a.m. - Cooks get ready for lunch
12:00 p.m. - Events end and lunch
1:00 p.m. - Afternoon activities begin
3:30 p.m. - Afternoon activities end
4:00 p.m. - Awards & Flags
4:30 p.m. - Free time
10:00 p.m. - Taps

Sunday 17FEB13:

8:00 a.m. - Reveille
9:00 a.m. - Scout's Own Service
10:00 a.m. - Clean-up & depart!

MEALS: All meals will be the Troops own responsibility.

WEATHER:

The purpose of Klondike Derby has always been to give Scouts Winter camping experience and a test of how well Scouts are prepared for cold weather and adverse Winter conditions. Therefore, unless the weather reaches dangerous conditions, or the roads are closed by the State - the **DERBY WILL**

GO ON!

WINTER CAMPING:

There is magic to camping in winter. It is one of the most advanced and challenging of outdoor adventures. Special considerations for winter camping include the following:

1. Leadership.

In no other camp is the type of leadership as important as in the winter camp. It is vital that a leader be an experienced camper with a strong character.

2. Equipment.

Do not attempt to camp unless completely outfitted. Even if equipment for winter camp is more expensive than for summer camp, Scouts must be adequately clothed, and leaders should ensure that blankets and other equipment are of suitable quality and weight.

3. Physical Condition.

A physician's certificate as to physical ability must be obtained by each Scout before preliminary training begins.

2009, *Guide to Safe Scouting*, Chapter XIII, *Winter Camping Safety*

Tips for winter camping:

1. Use the buddy system for winter outings. Buddies can check each other for frostbite, make sure no one becomes lost, and boost the morale of the entire group.
2. Plan to cover no more than five miles per day on a winter trek on snowshoes. An experienced group can cover 10 to 12 miles on cross-country skis.
3. Always allow ample time to make camp in winter, especially if you plan to build snow shelters.
4. Fatigue encourages accidents. Rest occasionally when building a snow shelter; taking part in cross-country skiing or snowshoeing; or participating in other active winter sports. Periodic rests also help avoid overheating.

5. Pulling a load over the snow on a sled or toboggan is generally easier than carrying it in a backpack.
6. Snow is a terrific insulator. Snow shelters are much warmer than tents because they retain heat and keep out the cold wind. If you have adequate time for building snow shelters, you will spend a much more comfortable night sleeping in them than in a tent.
7. Snow is the greatest thief in winter, swallowing up small dropped items. Tie or tape a piece of brightly colored cord to small items so they can be seen in snow. Some items, such as mittens, can be tied to larger items, such as a parka, to prevent them from being dropped and lost.
8. Melting snow in a pot to get water may cause the pot to burn through or may scorch the snow, giving the water a disagreeable taste. Prevent this by adding a cup or two of water in the bottom of the pot before putting in the snow to melt.
9. Punch a hole in the top of your ice chisel and string a stout cord through it. Before trying to chisel a hole in ice, anchor the cord to something large or too heavy to be pulled through the hole so you will not lose your chisel in freezing water when the ice is penetrated.
10. Always test the thickness of ice before venturing any distance from the shore. Ice should be at least 3 inches thick for a small group; 4 inches of ice is safe for a crowd. Since ice thickness can vary considerably, it is best to stay near the shoreline of large lakes.
11. Use alkaline batteries in flashlights. Standard batteries deteriorate quickly in cold weather. Tape the switch of your flashlight in the "off" position until you are ready to use it. This will prevent it from being turned on accidentally while in your pack or on your sled.
12. Encourage everyone in your group to wear brightly colored outer clothing so that each person will be more visible, especially during severe weather.
13. Small liquid-fuel stoves are much better for cooking in winter than fires, which are difficult to build with wet wood. Gathering wood that is frozen to the ground also can be difficult, if not impossible. A pressure/pump-type stove is essential in winter.
14. Always use a funnel to refuel a stove so you won't frostbite your fingers by accidentally pouring fuel on them. Fuel evaporates at a high rate of speed and quickly removes heat from anything it touches.
15. Place a stove or fire on a platform of logs or rocks so it will not melt through the snow.
16. Never light or use a stove inside a tent or snow shelter. A tent may catch fire, and vapors in a snow shelter may lead to carbon monoxide poisoning.

Neither of these potential mishaps is worth the risk.

17. A windscreen is essential for using a stove in the winter. Even a slight breeze will direct the heat away from its intended mark.

2009, *Guide to Safe Scouting*, Chapter XIII, Tips for your next *Winter Camping Trip*

OTHER SAFETY CONSIDERATIONS:

- Wind can be miserable and dangerous, look for campsites that are protected from prevailing winds by: camping on the lee side of wind breaks such as hills, large rocks, groups of trees, or camping in protected valleys. Digging down into the snow to create kitchen and dining areas can both bring cooking gear to a convenient height and shelter your lower body from the wind.
- Very cold temperatures can cause trees and limbs to break from snow and wind load. Be careful when camping around large trees. Warming temperatures and sunshine can cause large amounts of snow to come down on you if you are camping directly under trees with snow on them. **Note: The Forest Service has requested that we camp no closer than 200 feet from large trees at Big Springs Snow Park, they may fall and have so in the past, although at a different Snow Park.**
- Obstacles Under the Snow - Large downed trees and logs, or rocks can create air pockets under the snow. Be aware of tree wells formed around any size tree - while this can create a good spot to get out of the wind and cold, but it also can be a hole to fall into. Small creeks or streams can freeze over and be covered with snow, which may later thaw and let you fall through.

EMERGENCY INFORMATION:

We will be on Forest Service grounds, but still within Linn County. Cell phone reception is now excellent for Verizon customers.

Linn County Sheriff: Emergency: 911 Non-Emergency: 541-967-3901

Oregon State Police: 911

Closest Hospital: **Santiam Memorial, Stayton**

U.S. Forest Service contact Penny King:

FIRST AID:

Most common conditions of unprepared winter camping are hypothermia and - less likely -frostbite. These are easily avoided with warm, water and windproof clothing. Your unit needs to prepare your first aid station with extra blankets, water proof and warm clothing. The Scout clothing list recommends this, so it is important for leadership to check before you leave town. Hypothermia is caused by lowering of the body's rate of metabolism. It is the rapid and progressive mental and physical collapse resulting from the lowering of the inner core temperature of the body. It is the outcome of exposure to cold, aggravated by wet, wind and exhaustion. Hypothermia can result in death if untreated. Symptoms are usually noticed by an observer before the victim is aware, or acknowledges. Symptoms: shivering, vague-slurred speech, memory lapses, fumbling hands, lurching walk, drowsiness and exhaustion, apparent unconcern about physical discomfort. Frostbite is caused by exposure of inadequately protected flesh to sub-freezing temperatures. Tissue damage is caused by reduced blood flow to the extremities. Patrol members and buddies should be observant for signs of frostbite. Symptoms are loss of feeling and skin with a dead white appearance.

CONSIDERATIONS FOR A GOOD CAMPSITE:

Camping in an area that is protected from wind and has smaller trees around that provide supports for dining tarps and a good source of tinder can be a real plus. It is nice to have an area where the sun will shine on tents during the day to dry gear if possible. Position tents upwind of the fire to avoid smoke and sparks. Position tents with door facing downhill to keep cold air from rolling downhill through the door. Dig a shallow trench around the base of the tent to give falling snow a place to slide off the tent instead of piling onto and collapsing the tent. Take a base to build a campfire on to keep it from melting down into the snow. 55-gallon drum lids, garbage can lids, and sheet metal all work well if supported above the snow on blocks of firewood, etc. Provide airspace between snow and the campfire base. **Troops are responsible for bringing their own firewood.** After the event, remove as much of the debris as possible. Dig a trench in front of the door to your tent that you can step down. This will enable you to sit down at the door of your tent as opposed to crawling on all fours in the snow to get in.

SLEEPING COMFORT:

Be sure to insulate yourself from the cold of the snow. This means providing insulation between the floor of the tent and your sleeping bag. As a rule, **air mattresses do not work**, unless an insulating layer of wool blankets, sleeping pads, etc., are placed on top of the mattress. Closed-cell foam pads, Thinsulate pads, or aluminum foil sandwiched between layers of corrugated cardboard work the best. Do not get into sleeping bags with wet clothes on. Change into dry clothes. Use polar fleece bag liners, wool blankets, or use two sleeping bags, one inside the other, to provide plenty of warmth. **A disposable hand or body warmer tucked into the foot of your sleeping bag will keep your feet and often your entire sleeping bag warm.** Wear a stocking cap or, if in a mummy bag, use the hood. Remember the adage, “if your feet are cold put on a hat.”

PERSONAL COMFORT:

Dressing comfortably for winter camping need not be expensive. Check out the surplus stores, secondhand stores, etc. Wool clothing is the best because it is warm even when wet. **No Lightweight or tennis shoes allowed. Do NOT wear blue jeans/cotton pants.** Dress for the conditions you are entering . . . be prepared for adverse and changing conditions. Dress for warmth, weight and wind. Daytime and nighttime temperatures may vary between 50 and 70 degrees. To adjust for the fluctuations, the wise camper wears layers. That way you can adjust your dress according to your activity level. The last thing you want to do is sweat because then you will be wet and when you cool off you will be cold. Take plenty of spare clothing. The snow in Oregon is more often wet than dry so if you are playing in it, odds are you are going to get wet. You need to be able to change into dry clothes. Waterproof, and insulated boots and inexpensive rain gear go a long way toward comfort.

FOOD:

Cold weather places high demands on your body. Plan to consume around 4,000 calories per day. Fifty percent of your calories should be from carbohydrates. Foods such as trail mix, nuts, and hard candy are sources of quick energy. Troops are responsible for their own food. Meal planning must be done in advance. Remember: “lightweight, but loaded” packed with calories, lean on carrying weight. Use high energy foods. Plan for Friday dinner; Saturday breakfast, lunch and dinner; Sunday breakfast and possible travel lunch. Use this opportunity to advance-prepared meals in tinfoil, cook-in-bag, Dutch ovens & your own creative cooking methods. Use this time for Scout advancement in rank requirements. **Eat a balance of nutritious foods.** Food produces energy to keep you warm. Think of your stomach as a wood burning stove. Sugary foods like burning paper, provide a flash of energy that is quickly consumed. Complex carbohydrates, like kindling,

produce energy over a longer period of time. Fats, like logs, produce lots of energy over a sustained period of time. Remember, it's the fire within that keeps you warm. Consume hot drinks such as hot chocolate and eat a hot breakfast such as oatmeal. **Drink plenty of fluids!** Dehydration is as much a problem in very cold weather as in very hot weather. We lose a tremendous amount of body fluid just by breathing. **Bring plenty of fresh water. There is no source of water at Big Springs Snow Park.**

LITTER AND SANITATION:

The outdoor code is and remains: **Leave No Trace!**

What you pack in, you will pack out. Your representative will check your campsite before and after your departure. Consequences will apply. We have the reputation of being good stewards with the Forest Service; we are responsible - one of us - to maintain that trust. Do not bring straw or hay, grass bedding and expect to leave it. Straw does not quickly decompose, it contaminates the soil with nonnative species, and the USFS asks we remind you it's not allowed. Use appropriate garbage containers; pack them out.

MISCELLANEOUS:

Each Scout should carry a daypack or fanny pack with minimal survival gear at all times. A list of items would include a knife, tinder, matches, rope or cord, flashlight, first aid kit, compass, a space blanket or plastic sheet, emergency food such as hard candy, jerky, etc. and water. Scouts should practice the buddy system when at all possible, even when getting up in the middle of the night for a nature call. (An empty 20oz pop bottle with a screw cap in your tent or snow shelter can help you avoid leaving your shelter in the middle of the night). If getting up in the middle of the night, be sure to dress properly and carry a flashlight. You can get dangerously cold surprisingly fast if not properly dressed. All it takes is getting slightly turned around on the way back to the tent.

ADULT LEADERS:

Insist that your Scouts pack and prepare ahead of time. Provide them with instruction and handouts (given to parents if necessary). Inspect their gear prior to leaving for Klondike. Expect that some will come unprepared despite what they've said or what they've shown you. Be sure to take along extra clothing, gloves, socks, blankets, and sleeping bags. Better they are taken and not used than someone is cold and miserable. Encourage your scouts to speak up if they are cold. There is no dishonor in asking for help if they need it. Do bed checks if necessary to be sure all your scouts are warm enough! If they are not, break out one of your extra sleeping bags or a blanket to add to theirs.

If you do not have extras, do not hesitate to ask other troop leaders for the loan of gear. No Scout or adult need spend the night cold. We will help each other! Contact other troop leaders if you have questions or need help prior to or during Klondike. There are many years of snow camping experience at your fingertips - all you have to do is ask.

TRAVEL TO KLONDIKE:

Big Springs Snow Park is near mile post 79 on Oregon State Highway 22, three miles West of Santiam Junction. Grid coordinates: North 44.4614, West 121.9806. Elevation is 3,667 feet above sea level. Many folks prefer traveling on Highway 22 rather than Highway 20. There are far fewer twisting turns and no intermediate passes to cross. Also, remember to **BE PREPARED** for any type of road condition. It may be fine upon arrival, but can change dramatically overnight. Carry chains, and emergency gear in each vehicle and "**BE PREPARED!**"

SNOW CAMP

Personal Equipment Checklist - BSA Essentials in **BOLD**. Optional equipment in ().

TOILETRY KIT

- _____ Tooth brush
- _____ Toothpaste
- _____ Lip Balm
- _____ Floss
- _____ Biodegradable Liquid Soap
- _____ Hand Sanitizer
- _____ Small Towel
- _____ **TOILET PAPER** (in ziploc)

PERSONAL EQUIPMENT

- _____ Properly fitting, waterproof/insulated Boots
- _____ Toiletry Kit [see checklist]
- _____ Sleeping bag in waterproof stuff sack
- _____ Sleeping bag
- _____ Space Blanket - placed between sleeping pad & sleeping bag for added warmth
- _____ Sleeping bag Liner - or 1-2 fleece blankets to wrap up inside
- _____ Disposable Hand or Body Warmers
- _____ Bivvy Sack or Tarp - one more layer against the cold
- _____ Daily Clothing Changes [Wicking, Warm & Water/Windproof Layers]
- _____ Long Underwear - polypropylene or wool
- _____ Socks [non-cotton] - 3-4 pair thick
- _____ (Extra shoes - lightweight slip-ons/moccasins for drive home)
- _____ Cup - insulated
- _____ Stocking cap
- _____ Balaclava
- _____ Gloves or mittens [2 or more pair]
- _____ Gaiters
- _____ Personal Medications [turn in to Scoutmaster prior to departure]
- _____ Empty Plastic Bags for wet stuff [3 minimum]
- _____ Emergency Food Supply [High calorie/high energy]
- _____ **Personal First Aid Kit** [see checklist]
- _____ **Rain Gear**
- _____ **Extra Dry Clothing** [hooded sweatshirt & pants - also used for sleepwear]
- _____ **Flashlight** w/extra bulb & batteries OR extra flashlight
- _____ **Fire Starter + Matches/Lighter + candle stub [and Firem'n Chit]**
- _____ **Map & Compass**
- _____ **Whistle and/or Signaling Mirror**

_____ **Water bottle** [2 - one liter bottles]

_____ PERSONAL FIRST AID KIT

(6) Band Aids

(2) 3x3 Gauze Pads

Small Roll Adhesive Tape

Tweezers

3x6 Moleskin

Antiseptic Soap (wound cleaner)

Ace Bandage

Cortisone Cream

Safety Pins

_____ **Pocket Knife [and Tot'n Chip]**

_____ **Trail Food** for eating [for each day]

_____ **Sun Protection** [as dictated by weather]

_____ (Watch)

_____ (Walking Stick/Poles)

_____ (Binoculars)

_____ (Journal & Pen)

_____ (Disposable Camera)

Patrol Event Scoring

EVENT NUMBER _____

Extra Points

Patrol & Troop No.	Event Score (full points - ½ points - 1 point)	Scout Spirit	Team work	Final Score

Examples of:	
Scout Spirit	Uniforms, vell, flag, courtesy, interest and
Teamwork	Patrol members assisting and encouraging

#	UNIT	EVENT	FULL POINTS	MAX TIME	AM/ PM
1	322	BEAR BAG	10	15	
2	395	BLIND STRETCHER CARRY	20	30	
3	360	ELK CALF ROPING	20	30	
4	G/B	COMPASS BEARINGS	1	5	
5	100	FIRE LIGHTING & WATER BOILING	40	45	
6	G/B	FIRST AID KIT INSPECTION	1	5	
7	G/B	FIRST AID QUIZ	1	5	
9	99	FLAG RAISING	20	30	
10	G/B	HEIGHT & DISTANCE	1	5	
11	G/B	KNOTS	1	5	
12	G/B	MAP SYMBOLS	1	5	
13	335	ROPE SQUARE	10	15	
14	360	GOLD NUGGET TOSS	10	15	
15	100	SHELTER BUILDING	40	45	
16	G/B	SLED BALANCE	1	5	
17	G/B	TRACK IDENTIFICATION	1	5	
18	395	TRAP-LINE MANAGEMENT	20	30	
19	G/B	TREE IDENTIFICATION	1	5	
20	99	VALLEY OF THE VARMINTS	10	15	
21	88	SNOW BALL CHUCK'N	20	30	

RULES

No modern equipment or electronics may be used to complete any event (**no digital compasses, no radios, no cell phones, no utility tools**)

There are potentially more events than any patrol can complete in one day, so ***time and strategy are very important!***

Events are weighted differently. You may earn 1, 10, 20, or 40 points, depending on what event you complete

Refer to the main camp map to plan out what events in which your patrol will participate

Will completing several easy events may earn your patrol more points than getting “bogged down” in a hard event?

District staff will have “grab bag” events available

Grab bag events are only worth 1 point

You may only participate in two grab events before you must return to the troop events

SCORING

All patrol members **must participate** in an event for the patrol to receive points

The event must be completed for the patrol to receive full points

If the patrol completes an event, **but does not** before time has expired, only **half** the available points may be awarded

If the patrol is “stumped” and cannot complete the event, only **one point** may be awarded

The decision of the event and station judge is final

Station judges may award “scout spirit” and “team work” points only

if actually demonstrated by the patrol at the event

Unidentified District Staff may award discretionary points for scout spirit to patrols traveling between events